

BE C.A.U.S.E

Chronicle of the Canberra Amiga Users Society.

AIMS:

CAUSE is an independant group formed to bring together people who own, use or are interested in the Commodore AMIGA computer.

MEETINGS:

Meetings are held on the second Wednesday of each month at the Coombs Lecture Theatre ANU at 8.00pm. Doors open at 7.30pm. The meeting of every even month is a formal meeting, the odd month is informal.

The dates for the next two meetings are the 12th October and the 9th November.

**** ANNUAL GENERAL MEETING ****

The next meeting is our annual general meeting where new Committee members need to be elected. The future of the group is dependant on having a good committee, so come along and contribute your services or your vote.

BENEFITS:

A bimonthly newsletter, monthly meetings, discounts(see over page), bulletin board(any time now), Public Domain library, hardware library, and the opportunity to meet other users.

SUBSCRIPTIONS:

Annual fees are \$20 payable at any of the monthly meetings to the Treasurer.

PRODUCTION:

This months newsletter was thrown together and lightly edited by Simon Tow and Geoff Manning. The copy was put together with CITY DESK and printed on an HP Laserjet printer.

CONTRIBUTIONS:

Any articles can be submitted to the Editor via the bulletin board (when it is available) or at the informal meeting (the next being 26th October) where your article can be copied. Please have file in AMIGA readable format i.e a disk file in ASCII (normal text from say ED), SCRIBBLE, Notepad or WORDPERFECT format.

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October 1988

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Beginners:	Geoff Manning	585 319(h)
C:	Pat Purcell	887 394(h)
Hardware:	George Knight	462 984(w)

BULLETIN BOARD:

The bulletin board is expected to be online in some form by the next meeting. More details when they become available.

ADVERTISING:

\$25 Full page.
\$12 Half page.
\$6 Quarter page.
Copy to be provided in Amiga Graphic file format or appropriate sized printed copy.

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AMICUS: 1 - 26

AMIGAN: various

Compilations:
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CAUSE PD: first one to be completed soon.

Any contributions, please contact the Public Domain Librarians.

Cost - copying fee \$1 per disk. Disks can be provided by members or from blank disks held by the Librarians.

HARDWARE LIBRARY:

We have a DIGIVIEW digitiser. The borrowing arrangements and instructions are currently being set up.

DEALS:

- cheap disk drives. Order from Hardware Co-ordinator.

- cheap blank disks. Obtainable at meetings or TORRENS MEDICAL CHAMBERS.

- 5% discount on services at COMPUSERVE in Phillip on production of membership card

EDITORIAL:

This is the second issue put together using CITY DESK, which was purchased by the group several month's ago. We are starting to get the hang of it now (hopefully the improvements are noticeable) and we should be able to utilise more of the power that CITY DESK can provide, with each issue. Unless there are violent objections to the format of this issue, or someone comes up with a better one, this will be the format that we will stay with.

Keep those articles coming in

Simon Tow

BILL FULTON OF COMPUSERVE ON AMIGAS AND COMPUTER CARE:

Quite a few meetings ago now, the managing director of COMPUSERVE, Bill Fulton talked to the group about the AMIGA, the services they offer and on computer care in general. The response to the talk was very good and Bill was unable to complete the list of topics that he had intended to cover due to lack of time. Bill donated the additional time to cover the topics not covered in the meeting when I arranged to see him at the COMPUSERVE workshop. The following is a approximate transcription of all the topics covered:

Problems encountered:

Disk Drives. - top head (the part that reads and writes magnetic information) gives the most problems probably because it is the most movable head. One cause of that problem is the use of the cardboard card that is occasionally supplied with the machine. The card prevents any head carriage movement during transportation and therefore reduces the potential head/head-carriage damage that can be caused by violent activity (e.g dropping the drive). In use the card, if bent, can catch the top head during insertion and cause damage either to the suspension system that supports the head or to the head itself. In most cases of head damage a replacement drive will be needed as the cost of a new head assembly and its fitting is about the same price as a new drive. If you have one of these cards - THROW IT OUT!!, its not worth the risk.

- dirty heads contribute to some of the read/write problems. Dirty heads also have the potential to scratch your good disks therefore reducing their useful life. Cleaning regularly with a 'WET' NON ABRASIVE cleaner will ensure that those problems will not occur. Generally cleaning once a month should be sufficient for most home use. Obviously if your disk drive usage is higher then clean more often. There should not be any problems with cleaning your drive as often as you want as the non abrasive cleaners will not wear your disk drive heads out. If your drives get to the point of having dirty head problems then it will usually be too late to obtain the full benefits of the head cleaner disk and the drive will need to be taken out and cleaned with alcohol and elbow grease - a task full of danger for those with no experience in disassembly/assembly of computer equipment. NOTE: the DRY cleaners do not do as good a job of cleaning the heads. The alcohol softens the oxide buildup making it easier to remove.

- the components on the drives occasionally have dry joint (bad connection) problems which can show up after 6 months or so. These bad electrical joints are difficult to detect but have occasionally been corrected. The problem is related to the Surface Mounted components used on these disk drives. The IC (Integrated Circuit or chip) equivalent components are very small and their leads are fine, numerous and close together. These components lend themselves well to mechanised assembly but there are still occasional problems with the quality of the solder joints related to the size of the components, the amount of solder used and the amount of heat supplied. As you can imagine, trying to fix the solder joints on one of the surface mounted component circuit boards with a normal fine tip electronics soldering iron would be like trying to fix up a normal computer circuit board with a 150W plumber's soldering iron.

On Static:

- a jolt of static can very effectively fry the innards of the chips in your computer if your not careful. These chips along with the time to determine which chips were zapped do not come cheaply. Try to discharge yourself on a largish metallic object (metal table or desk legs) before you touch your computer. Antistatic mats are available and include at least a 1 MegOhm resistor between the mat and the earth pin of the power plug for safety.

- the static generated by having disks in plastic bags has been proven in one case to have caused consistent loss of data. The static discharge can be enough to reset magnetic bits on the disk. It is recommended that disks be transported in something other than plastic bags or sleeves - a paper bag or envelope is OK.

Short Circuits:

- it is possible to short circuit the pins of connectors as the connector is pushed into the AMIGA. This is not a problem when there is no power, but because of the lack of buffering on the connectors, a short can cause damage to those expensive chips when the power is on - mainly on the rear connectors. Except for the joystick connectors (even they should be included to be extra safe) only install connectors when the power to the machine is off.

Monitors:

- very few seem to wrong. Main problems have been vertical bars on the screen (generated by an A500) and discolourations on the corners of the monitors. Reseating the Fat Agnus chip in the A500 solves the vertical bar problem. The corner discolourations are caused by local magnetisation on the screen which moves the electron beam away from its intended position. Without getting into detail, if the electron beam is shifted from its intended path, there will be an associated shift in the colours in the affected area. To solve the problem, the screen needs to be demagnetised or degaussed. Compuserve can provide this service quickly and at a reasonable cost.

Power:

- on the question of whether to turn your computer off between uses, it is generally recommended that number of times that the computer is turned on be reduced to a minimum. The time that most problems are likely to occur is at the 'power on' stage, due to the extra stress that is put on the electronic components with the 'power on' current surge. If you are likely to have thing to do on the computer through the day, it is better to turn it on at the beginning of the day and leave it on for the rest of the day. The exception is when thunder storms are active. Disconnect your computer from the power and if you have a modem, disconnect it from the phone line. It appears that damage is more likely to occur from connection to a phone line during a lightning storm, except when your immediate power line has a direct lightning strike. Surge protectors will not help in this case. Surge protectors will help prevent damage caused by spikes on the power line from fridges and washing machines etc when they turn on and off.

Extra Info obtained outside the meeting:

Services offered:

- COMPUSERVE is an authorised COMMODORE COMCARE service agent. This means that they have all the documentation and parts required to repair AMIGAs. They also have a diagnostic tool that attaches to an A1000 and gives a good indication of the problem area in the machine. Unfortunately, no equivalent diagnostic tool is yet available for the A500 or the A2000. As mentioned earlier, COMPUSERVE can gauss monitor screens. Modifications to televisions to improve the picture when used with the AMIGAs have been done. The modifications involve making a more direct connection to the display part of the TV. Other modifications to older machines to upgrade them are available. A specific example is the PAL colour video output 'upgrade' for those early A1000 owners. A board is available that can be installed by COMPUSERVE (at a cost) or user installed. Documentation on the available mods is available for perusal at the shop.

Further to the disk discussion:

- where possible store disks vertically. Like records they seem to stay in better condition when stored that way. Avoid touching any of the actual disk surface. The oil on the hands is enough to upset the read and write operation of the disk drive. If the disk surface is touched, clean by very gently rubbing with an isopropenol alcohol dampened cotton bud. Clean very gently and quickly. 'WET' disk head cleaners are available for \$12.50 from COMPUSERVE. They should last around 6 months or more depending on their use.

On cleanliness:

- avoid using your computer as a lunch plate! In other words, they last longer without food and drink becoming attached to it. If you do happen to spill something on the keyboard, the best thing is to remove it as soon as possible. Water will simply need drying but other liquids, which can be corrosive and impossible to remove completely if left to dry, need to be washed off immediately. Take apart (I don't know about warranty in this sort of situation) and rinse the other liquid (usually coffee at a late hour) off with warmish water and a very small amount of detergent. Then rinse off with water and dry carefully making sure that the keyboard doesn't get too hot. Some keyboards may have foam on the circuit board that may complicate matters. If in doubt COMPUSERVE has done this sort of repair before.

- avoid smoking near your computer, the smoke particles don't agree with disk surfaces and a corrosive buildup (tar and nicotine) will occur in your computer and monitor over time.

- dust will always be a problem. The fan will suck dust into the computer. This dust will settle on the chips inside the computer and decrease the amount of heat that the chips can dissipate. Not good for a healthy computer. A inside clean should only be required every couple of years.

- try to avoid using water based screen cleaners as some of the cleaner is likely to find its way into

the monitor or computer through dripping or splattering. It can cause problems with the monitor if the water based cleaner finds its way on the circuit board which carries high voltages. A spirit based cleaner is recommended and can be used effectively in the cleaning of the screen and the computer casings. The spirit based cleaner is not cheap (\$25 for the BIG can at COMPUSERVE) but will last for a loooooong time.

Another Problem:

- the 8520 chip that controls the diskdrive in the AMIGA has given problems. The cause of the chip problems is unknown, but the lack of problems after the chip is replaced tends to suggest that a bad batch of chips may be the cause. Luckily these chips are not expensive. So if your having problems with your disk drive, all that worry and wallet clutching may not be necessary, the fix could be cheap and simple.

On submitting your machine for service:

- if that terrible day comes when you have to go without your AMIGA and take it in to be repaired, make it easy on yourself and the technicians, describe (truthfully) the problem that plagues your computer as fully as you can. Don't be afraid to tell them if you've done something stupid, they have probably seen it before and it will save time and therefore money. Aggressiveness, evasiveness and directing your anger at the technicians will not help you in your quest to get your machine back as soon as possible. Think of the technicians as mirrors, you help them as much as possible and they will usually try to do the same for you. Getting aggro will generally very quickly put a clamp on any chance of getting unrequested advice that may save you time and money. Finally, when you take your machine in, also try to take in the peripheral devices (disk drives, printers etc) that were connected when the problem occurred. This will also potentially reduce the time spent in identifying the problem.

DISCOUNT!:

- Bill Fulton has offered a 5% discount on parts and labour to members of the club. Our (hopefully out by the time this is published) membership cards will need to be presented.

MACHINE CARE IN SUMMARY:

1. Don't use disk drive cardboard transport cards.
2. Use 'Wet' type disk head cleaner regularly.
3. Don't use plastic bags to transport your disks in.
4. Try to discharge any static on you before you use your computer.
5. Don't remove/replace rear connectors when the machine is powered up.
6. Avoid removing/replacing joysticks when the machine is powered up.
7. Avoid turning your computer on and off between frequent uses.
8. Remove power and phone line connections to computer/modem during lightning storms.
9. Use of power surge protectors is recommended.

The End:

- my thanks to Bill Fulton of COMPUSERVE for taking the time out to provide me with the additional information and for showing me around the workshop. The advice all makes pretty good sense, I hope I have been able to transcribe it all accurately.

(No responsibility will be accepted by me or COMPUSERVE for errors made in this transcription)

SOURCES: * BeCause (the best of journals !)
 * Careful perusal of other magazines (in the
 newsagent-who can afford Amiga World every
 month?)
 * The AmigaDOS Manual
 * Various conversations
 * Trial and error (when only the best will do)

This is a simple list of helpful hints and fumbles
 which can be of use when playing with the Commodore
 AMIGA.

The list will be expanded and sorted over time into the
 various types of hints and aids that AMIGA users find
 so useful. It contains 'low-level' hints and fumbles
 for those who can't remember all the hints they read in
 back issues of BeCause. It is especially useful for
 beginners who should not have to go through all the old
 magazines to find out how their machines work !
 Suggestions for amendments and additions should be
 directed to the Editor or to Garry Brooke (tel: 835021
 [w]).

Be on the look out for the A to Z of AmigaComputing
 when BeCause sets out the "Encyclopaedic Glossary of
 Amiga and other Computing Terms"...in the near future.
 Over time I hope that this list will become so long
 that it will not fit into our esteemed newsletter.
 Consequently, a copy will be included on the User
 Group's disk of favourite public domain software (hey
 Ed. is that OK ?) (OK - Ed).

Some notes:

a capital A means an Amiga key
 CTRL means the CTRL key
 ALT means an ALT key
 ESC means the ESC key

WELL HERE WE GO

WORKBENCH KEYBOARD COMMANDS

<left-A><n> push Workbench screen to
 front
 <left-A><m> push Workbench screen back
 <left-A><v> select left gadget (in
 requesters)
 <left-A> select right gadget
 (this may be different in ADOS
 1.3)
 <left-ALT><left-A>left mouse button
 <right-ALT><right-A>right mouse button
 <either A-key><arrow-key>move mouse pointer

CLI CONSOLE COMMANDS

These commands may be typed in at the CLI prompt to
 change the current session or in a text file which can
 be 'typed' to the screen or to the printer.

<CTRL><x> erase line just keyed
 <CTRL><^> end of line
 <ESC><c> clear screen (unlock output)
 <CTRL><c> break from current command

* equals the current CLI screen
 (eg. 1> type * to ram:session)

<C><n> alternative character set
 <C><o> normal character set
 <ESC>[0m plain text with normal
 colours

<ESC>[1m bold-face text

<ESC>[3m italic text

<ESC>[4m underlined text

<ESC>[7m reverse foreground and
 background colours

<ESC>[8m lock output (<ESC>c unlock)

<ESC>30m thru <ESC>37mset foreground colour

<ESC>40m thru <ESC>47mset background colour

Note that there are only 4 workbench screen colours.
 Combinations may be keyed if separated by semi-colons,
 eg. <ESC>[1;32;44m

A full set of the codes is given in the "Rom Kernel
 Manual - Libraries and Devices". I hope to put
 together a list in the next issue of BeCause for those
 whose finances don't run to such tomes.

SENDING INDUSTRY STANDARD CONTROL CODES TO THE PRINTER

As indicated above you can send control codes to the
 console and to a printer. The codes given above,
 however, are not the codes that a printer will react
 to. The AMIGA printer drivers convert them into
 standard codes that printers can understand. If you

wish to use the standard codes directly you will need
 to avoid the printer driver. To do that send output to
 par: rather than prt: . For Epson compatible printers
 you could use this example:

```
1> type df1:myfile to par: or
1> type * to par:
1> <ESC>x1
1> how is this for NLQ ?
```

example codes are: ^[x1 nlq on
 ^o condensed print on
 ^[4 italics on

(WHERE ^[STANDS FOR ESC AND ^ FOR CTRL)

AmigaBasic also supports the par: device and most
 printer manuals provide a full list of the accepted
 control codes.

NB: do not try to send a file with standard control
 codes to the console !

KEYBOARD WILDCARDS IN CLI

Wildcards can be used to cut down keying time and make
 running ADOS commands against a number of files easier.
 Their function is similar to those used on IBM and UNIX
 type machines but they are different. Only the COPY,
 DELETE, LIST and SEARCH commands accept wildcards. The
 wildcards work as follows:

? matches a single character
 % matches the null string
 #<p> matches zero or more occurrences of the
 pattern <p>
 <p1><p2> matches pattern p1 followed by pattern p2
 <p1>|<p2> matches pattern p1 or pattern
 p2
 () group patterns together
 #? eg. list df1:myprogs/#?.c will list all
 files with the suffix '.c'

See "The AmigaDOS Manual" page 74 for more details.

READING THE KEYBOARD FROM AMIGABASIC

In AmigaBasic, special keys on the keyboard return the
 following codes, for example, when using the inkey\$
 function:

ascii key	code	ascii key	code
<ctrl><a-z>	1-26	<esc>	27
<up-arrow>	28	<f1>	129
<down-arrow>	29	<f2>	130
<right-arrow>	30	:	:
<left-arrow>	31	:	:
<help>	139	<f10>	138

ASSIGN COMMAND

Just a reminder that the assign command can be used to
 assign almost anything to another name. Files,
 directories and devices can all be assigned new and
 short names which will apply system wide until reboot.
 For example:

```
1> assign from: df0:c
1> assign to: ram:
1> copy from: to to:
```

SPEEDING-UP BATCH FILE EXECUTION

We all know how good it is to have a multi-tasking
 AMIGA. When processing batch 'execution' files
 individual commands are not loaded sequentially as in
 lesser machines, but are loaded before the previous
 command has finished with a disk drive. This causes
 the familiar 'grunge gurt grunge gurt' sound of the
 drive trying to do two things at once. To solve this
 insert a wait command between commands so that the
 drive has time to finish reading one command before the
 next is loaded. An example of particular interest is
 when running startup files:

```
echo "workbench disk. release 1.2 version
33.52"
copy c/wait ram:
date ?
ram:wait 2
run utilities/clock
ram:wait 2
popcli
ram:wait 2
loadwb
ram:wait 2
```

endcli

The three wait commands will not only cause the drive to make a more pleasant 'grunge gurt gurt gurt gurt' noise but will also run faster !

SOME GREAT PUBLIC DOMAIN PROGRAMS

ASK When used in batch files enables query of user response. eg:
ask "do you wish to set the date ? y or n"
if warn
echo "time to set the date !"
date ?
endif

NEWZAP! This little number enables you to look at and edit all kinds of files. Very handy when you wish to customize window titles and the like (see because #3).

POPCLI Provides a 'resident' newcli command by pressing <left-a><esc>. Also automatically blanks out the screen if no activity for a specified period.

XICON A must ! This enables batch files to be run from the workbench with a range of options including text file display.

PRINT CLI command enabling text files to be printed with some control over preferences.

TSIZE A more accurate list program for cli.

ASDG-RAMA must ! This is a recoverable ram disk - soon to be available in ADOS 1.3.

SWITCHING SYSTEM DISKS

What's that ? I hear you say ! When you boot up your AMIGA the boot disk you use (eg. your workbench disk) becomes the default system disk for a number of directories, eg. FONTS, L, C, S, etc. Now this is fine until you want to take out your workbench disk and load Textcraft. The workbench disk icon stays stubbornly on the screen and when you run a workbench command like 'info' a requester comes up asking for the workbench to be put into any drive. This may not be a pain to some but to me it was a drag. So here is a way of telling the AMIGA to make another disk the system disk. First, you need to use a text editor or word processor to create the following 'batch' file:

```
assign sys: df0:
assign s: df0:s
assign devs: df0:devs
assign l: df0:l
assign c: df0:c
assign libs: df0:libs
assign fonts: df0:fonts
cd sys:
path reset
loadwb
```

The procedure is as follows:

1) Place the above file on all your usual system disks (textcraft, graphicart, workbench etc) naming it, for example, NEWASSIGN. You might wish to put it in your S directory.

2) Attach a XICON icon to that file with **MODE=CLOSEWINDOW** in the tooltype:s window (ie. NEWASSIGN.info);

3) Place a copy of XICON in the same directory or where ever you feel is best (but if using a different directory put the full pathname in the default tool window of NEWASSIGN.info); and

4) Make sure that ASSIGN, CD and PATH are in the C directory of all those disks.

When you wish to switch system disks:

- 1) insert and open your new disk in df0:
- 2) double click on newassign
- 3) follow the instructions in the requester/s !

Now, this method is perhaps not the best as it seems to rob about 10k of RAM every time it is run. It probably leaves all kinds of hooks and pointers around just waiting for an excuse to guru, so be careful. It is especially unkind if you have a data disk in df1: that has incomplete action, eg. after using Textcraft 1.1 .

ICON TIPS

Have you seen those great icons which are two images ? An example is the drawer icon that opens when you click on it. Ever wanted to make your own ? Easy ! Just give the program ICONMERGE, from the 1.2 Extras disk, a go. There are on-screen instructions to enable your favourite images to be combined. But don't try to edit the resulting image with ICONED !

HAVE YOU GOT A VIRUS ?

There are a number of public domain programs available to help identify and 'kill' viruses. They include: VControl (which is memory resident)

[more virus utilities to be listed here in the next edition]

You can get copies of these programs from most good AMIGA dealers.

One method to test whether you have one of the more, benign, viruses, is to just press the left mouse button whilst doing a 'warm' boot (ie. CTRL-A-A). If the virus is present the screen will glow green rather than the familiar grey and white. A disk that is 'infected' can be fixed by:

1> install df1: (where df1: has the offending disk)

That's all for now. If anyone has any quick and dirty fumbles that have been missed here please scribble! on a piece of paper and send to:

The Editor
BeCause
PO Box 596
Canberra City
2601

or ring: Garry Brooke (w) 835021

(Appologies to Gary - I had some problems formatting his article - I'll get better with practice - Ed.)

Word processing on the Amiga 2000 with WordPerfect. FSK 15/3/88, 22/6/88 & 9/8/88.
1.INTRODUCTION.

The Amiga, a graphics-based PC with multi-tasking capability and a price tag that competes with IBM clones and is far cheaper than the Macintosh, deserves attention as a machine for management tasks. The graphics environment makes programming knowledge unnecessary, and the CLI offers all the power and flexibility of a text-oriented environment. Its multi-tasking capability allows you to run several programmes and exchange data among them.

I used the Amiga for word processing and data base work for the World Congress on Language Learning in January (700 registrants), and to prepare sections of Belconnen High School's 13-volume Education Programme this year. This article, and a subsequent one on Superbase, will summarise the some of the main features of the packages, how they can be integrated with the use of the operating system, and how multi-tasking can be used to run one package alongside another. These notes assume a practical session has been provided to demonstrate the procedures, that the user will refer to the manual for details, and that prompts only are needed./n/n1.Disk drives.

Internal drive is called drive 0. The path name is "df0:". Second internal drive if installed is called drive 1. Path is "df1:". External drive if attached is called drive 2. Path is "df2:". This article refers to an Amiga 2000 with two internal 3.5" drives. On the Amiga 500 and 1000, the external drive is called "df1:" because there is only one internal drive slot (which is df0:).

1.2The mouse.

The left mouse button selects visible gadgets or text on screen. It can be used to position the text cursor, to drag, select or resize windows, or to drag or select screen gadgets, or to respond to screen prompts such as "yes/no" or "cancel/retry".

The right mouse button makes menus visible and selects them by highlighting and releasing. Press the right button (anywhere on the screen) to reveal menu headings. While holding the button down, move the mouse pointer to highlight the required menu and option. Release it when the desired option is highlighted. Keyboard equivalents of menu commands are listed on the menus in case you prefer them (e.g. F8 to underline, F10 to save a file).

Note: The smallest unintentional movement of the mouse while the left button is held down causes a block to be defined and prevents editing until the block is undefined (click again without moving the mouse, or use ALT-C= or ALT-LEFT-AMIGA (on Amiga 1000) key combination to release it. The ALT-C= command sets the cursor at the current position of the mouse pointer.

1.3 Specialist Keys: "A" = Amiga, Alt = Alternate, Ctrl = Control, Esc = Escape.

1.4 Cursor keys: Ctrl with arrows = page up/down and word right/left. Shift with arrows = top/bottom of file and start/end of line. Alt with arrows = screen up/down and start/end of line.

1.5 Screen gadgets: WordPerfect displays a text-entry window.

At its top left corner is the "Close" gadget (square with dot inside). Selecting a Close gadget closes a window.

The title bar (two horizontal parallel lines at the top) can be used to drag the whole window up and down on the screen, provided it is not set to full screen size.

At its top right are three small boxes, two of which are standard Amiga back and front gadgets. The left one is to resize the WordPerfect window to full screen size and back again. The middle one is to make its window go to the back. The AmigaDOS command window, or CLI, comes to the front - useful for certain disk management operations. (See section 8, below.) The

right one is to make its window come to the front (may be visible when the window is at the back, provided the front window is not at full screen size).

The right hand side of the WordPerfect window is a long vertical strip called the scroll bar with a small white square, which, when clicked on and dragged by the mouse, allows rapid movement up and down a long document.

The sizing gadget at the bottom right of the window allows the window to be made larger or smaller.

Windows are used as display areas on the screen. Make sure that the required window is currently selected. If you are typing and nothing appears to be happening, it may be that you did not first select the window (by clicking in it with the left mouse button). The text you are entering may be appearing on the window or screen behind. See also 1.2 above (the mouse).

Screens are created as required by programmes. A separate screen will normally only be created by a programme if the existing screen lacks the required attributes for graphic display. For example, the graphics demonstration programme "Boing!" creates its own screen. So do some communications programmes used for logging onto bulletin boards. These could well be used in conjunction with WordPerfect. Generally, you can view the screens by using the "back" and "front" gadgets as for windows, or by using the left mouse button while pointing to the screen's title bar, and dragging it down. The screen will then slide down, revealing the screen behind.

2. STARTUP.

2.1 Power on: computer at toggle switch at rear, monitor in front.

2.2 Put WordPerfect programme disk in drive 0 (internal).

2.3 Put a data disk (e.g. "Storage") in drive 2 (external).

2.4Meanwhile, the programme disk is booting the DOS and a DOS window will appear, and will then be overlaid by a second window entitled "WordPerfect 4.1 - Doc 1 - Untitled". Wait for the orange cursor to appear in the upper left corner of the second window.

2.5a) If starting a new document, simply begin typing. Keyboard is IBM layout, which is more or less like an ordinary typewriter plus number keypad, function keys and some control keys.

b) If re-editing an existing document on the data disk, use the mouse right button, holding it down, to reveal menus.

Then, if you don't recall the exact directory/filename:

While still holding the right button down, move the pointer to Project (top left of screen), and down to highlight List Files (or use function key F5). - Type df1: <Return>. - A window will appear which contains, alphabetically listed, the files on the disk in drive 1. The list can be scrolled using the cursor arrow keys or the scroll gadget on the RHS, to reveal files not yet visible in the window. Select the required file with the mouse left button, and then either select "Retrieve" with the left button, or type "1." for retrieve. - The file will appear. Begin editing.

If you do recall the exact directory/filename:

Holding the right button down, move the pointer to Project (top left of screen), and down to highlight Retrieve...File (or use function key Shift-F10). - Wait for the requester which says "Enter file name:". -Type in full path and file name, e.g. "df1:Admin/Meeting2", then <Return>. (See "Directories" under Section 4: Saving Files for explanation of what a "path" is.) -If "file not found" appears, there is probably a typing error in your path name: you have used ";" instead of ":" after the drive name, or left the directory name out, or misspelled the file name. You can re-enter the

requester by clicking (left button) on cancel and then using the right cursor arrow; or you can go to List Files (see above) to check the file name and retrieve the file.

3. EDITING.

Type in the normal way, except that the carriage return is only needed to end paragraphs or to force new lines. Within paragraphs, text will automatically go to the next line when the margin is reached.

5.1 Edit menu.

The main commands needed for editing are found in the Edit menu. To remove text, position the pointer at the first letter, hold the left mouse button down, and drag the pointer across the text to highlight it. Then select "Delete Block" from the Edit menu. (If you then change your mind, use "Undelete" to get the text back.) To move text, select "Cut Block" instead, then position the cursor where the text has to go and select "Paste Text". To retain it where it is and at the same time copy it to another location, select "Copy Block", then reposition the cursor and select "Paste Text".

5.2 Format menu.

To set requirements for page or line layout, use Format. To change the default margins (which are 10 and 74), use "Line Margins" and enter the required values followed by <Return>. To change the default page length (which is 66 for paper, with 54 lines of text), use "Page- Page Length" and enter the values and <Return>. A4 page is 70, and 60 lines of text leaves enough space at top and bottom. A new page can also be forced at any time in the text by holding down the Ctrl key and pressing <Return>. The forced page break will be shown by a double broken line. (A normal page break is shown by a single broken line on the screen.) Page numbering should be selected after page length code, not before it, or the page number may be overwritten by the bottom lines of text. Check the Reveal Codes window (see below) if you want to see which hidden code has been placed first. Tabs can be set from the format menu (see manual on how to reset tabs, create hanging indents etc); the standard tabs are every five character positions. A paragraph can be indented to the next tab stop by using F4 or the "Format...Left Indent" menu option.

Headers can be specified either throughout the document (just use Format... Page... Headers/ Footers and select Header A) or separately for right and left pages (use Header A for one and Header B for the other). Each header can be more than one line long, though not all of this will appear in the Reveal Codes window. To exit when finished entering text for the header, use F7. Note: if both Header A and Header B are specified for the same pages by mistake, they will overwrite each other.

5.3 Style menu.

Bold, italics and underline are in the Style menu. Style can be selected before entering text, then switched off where the text has to revert to plain style. If switched on before typing the styled text, all the Style commands are "toggle" operators: the same command switches the print style off when used a second time. For example FB (or its menu equivalent using the mouse), used before typing something, switches underline on. When used again, it switches it back off.

Text already entered can be selected as a block (hold the left mouse button down while dragging the pointer across the section of text, then release the button when the right text is highlighted) and converted to a style by selecting from the Style menu or using the appropriate keyboard command.

5.4 Keyboard commands.

All the commands in these menus have keyboard equivalents (listed in the menus), which can be used instead of the mouse. Using these is a matter of memory. For example, the function key F6 can be used to insert (hidden) code for bold typeface, and to turn it off again.

5.5 Hidden command codes.

The style and format codes can be viewed, if desired, by choosing "Reveal Codes" in the Edit menu. Codes can be deleted using the delete or backspace keys. The mouse pointer does not operate in the Reveal Codes window. To exit the window, use <Return> or click on the close gadget.

5.6 Delete and backspace keys.

Delete ("DEL") erases text at and after the cursor. CTRL-DEL erases the word at or behind the cursor and SHIFT-DEL erases the rest of the line to the right of the cursor. Backspace ("BACKSPACE") erases the text behind the cursor. CTRL-BACKSPACE erases the word at or behind the cursor (unless a space separates it), and SHIFT-BACKSPACE erases the line to the left of the cursor.

4. SAVING FILES.

Files should be saved while editing, every 15-20 minutes. Then, if there should be any problem (such as a wrong sequence of commands which could cause the system to "hang up"), the loss of work is minimised. Backups should be kept of any important data disks.

4.1 To save a file, select "Save File" from the Project menu, or select F10 on the keyboard. Then enter the pathway (df1: for the data disk in the second internal drive on the Amiga 2000) and a filename. Put no space between the pathway and the file name, and no space in the file name. Elements of the file name can be separated, if desired, by use of upper and lower case (e.g. PhysEd), a stop (Phys.ed) or a hyphen (Phys-ed), but not by use of colon (:), which ends a physical device code (e.g. df1:) or a slash (/) which separates directories from files (e.g. df1:PhysEd/Year7).

4.2 Directories: If the file is being put within a directory on the disk, the directory must exist or be created by a "mkdir" command given through the AmigaDOS window (which is the back window when you are editing in WordPerfect). For this, find out about AmigaDOS and its Command Line Interface (CLI), a keyboard command system similar to MS-DOS (the IBM operating system). (See section 8 below.) The directory name must be given first, between the device name and the file name. In df1:PhysEd/Year7, the device is df1: (the second internal drive), the directory is PhysEd (which may also contain other files), and the file is Year7.

4.3 File management.

WordPerfect has its own utility for file management, called the List Files window. It has most requirements, except the ability to make new directories. For this, use either the CLI or one of the public domain utilities. I find DU-VI to be excellent for maintaining and backing up files, because it enables you to view the contents of two disks at once, side by side, and to see which files are present on each disk, and the size (in K) of the files. It also allows you to select several or all files in a directory to be copied, deleted or moved (be careful!). Another public domain utility of great value for file management is ConMan - or "Console Manager" - (public domain), which provides a command-line history in the CLI (you don't have to keep retyping the same commands). A third important public domain programme is ASDG-RAM (virtual disk or vd0:), which enables you to create RAM files that survive most warm reboots. I use a startup-sequence that puts the main AmigaDOS commands for the CLI in vd0, so that file operations can be done on two data disks without requiring the boot disk to be present. I include the command "path vd0:c add" in the startup-sequence.

FACC II, a commercial programme from ASDG Inc., speeds up file management by providing a RAM caching facility to speed up disk directories (by a factor of five to ten times) and access to frequently-used files (such as fonts in PageSetter). Another valuable commercial utility (not needed in WordPerfect itself because it has its own macros facility) is SmartKey (by Craig Fisher, an ex-student of Belconnen High School), with which you can define a key to mean a sequence of

keystrokes. For repetitive work, this saves a lot of time.

5. PRINTING.

To print the file currently being edited on screen, select "Full Text" from the Print menu (or hold down the Shift key and press F7, then select 1, i.e. the number key). A Printer Control window will appear. If the message "Waiting for a new page. Send a go" appears, press G on the keyboard or select "Send printer a go" on the Printer Control window with the left mouse button. If printing begins without waiting for the "Go" signal, it is because "Continuous Feed" is selected as the printing option under "3. Select Printers" in Printer Control.

If printing is attempted while the printer is off or is disconnected, and a RAM-caching utility such as FACC II is in use, the programme may fail to recognise the printer until the buffers are cleared through software or the computer is switched off and back on. In doing any cold reboot, remember to allow about 60 seconds before switching the computer back on, for the sake of the circuitry.

To print any other file, select "Printer Control" from the Print menu. Select P or click on "Print a document". A requester will appear, asking "Print what file?" Type in the file name with its pathway. If it is not on the boot disk (main internal drive), this will include the prefix "df1:" (second internal drive) or "df2:" (external drive). (See section on saving files.) If the Printer Control window fails to appear, it is probably already active, but hidden behind the Wordperfect and CLI windows. Click the back gadgets to reveal it.

A series of files can be queued for printing either from the Printer Control window by repeating the process of selecting "Print a document" and typing the file name several times; but a faster method is to use the List Files window, highlight the required file and select Print or type 4 (its code in that window), then do the same for each successive file. They will automatically be queued in the Printer Control window when this is done. The continuous feed option should be selected through Printer Control, for this to work efficiently. Fan-fold paper is required.

The first version of WordPerfect 4.1 for the Amiga automatically asks for the print disk and uses it to install the required files on the main disk if these are absent. To change the installed printers for other printers from the print disk, delete the "s#.prt" files on the main disk and go through the "Select Printers" procedure. The old printer-definition files will be replaced by the newly-selected ones.

The new version of WordPerfect 4.1, dated 1988, sends these "short files" for the printer definitions to the Print disk, and you have to copy them to the programme disk and include "Assign Print: wp:" in your startup-sequence unless you want to be asked for the print disk every time you go to print something. There are, of course, improvements in the new version which make this minor procedure worth carrying out.

6. REQUESTERS.

In WordPerfect, requesters allow you to: - begin typing in the text entry gadget without clicking inside it with the mouse first; - use <return> key or click on "OK" to send the text entered -select options offered by typing their first letter, or the letter or number which appears as their prefix in the requester, or click on the preferred option using the mouse.

WARNING:

Using the CLI while a Word Perfect (version 4.1) requester is up may cause the programme to crash. Dispose of any requester before using CLI. This does not apply to the Printer Control window, which is not a requester in this sense.

7. FILE TRANSFERS.

Perhaps the most common file transfer requirement for Amiga users is to have access to files created under

the MS-DOS operating system used by IBM and IBM-compatible computers. The Bridgeboard, a "PC on a card" for the Amiga 2000, and the Amiga Sidecar, are hardware methods of achieving this, but for many purposes, a 5.25" drive and the "Amiga Transformer" programme will suffice, combined with either "DOS-to-DOS" or the PC file conversion utility provided with the operating system. There is usually some re-formatting and cleaning-up to be done after such file transfers. In the case of conversion from Wordstar to WordPerfect, return codes have to be removed at the end of each line within paragraphs. A programme by Martin Flanagan (another ex-Belconnen High School student) does this, and substitutes a character space for each return code..

Not all machines using MS-DOS use the same disk sectoring system, so the Amiga, running under Transformer, may return a message that there has been an error reading the disk. Transformer assumes that the standard IBM sectoring system has been used. If it has not, this can be dealt with by creating transfer disks which are kept blank except for the files to be transferred. One disk is formatted by the Amiga under Transformer, and the second disk is formatted by the other machine. Use the MS-DOS "COPY" command with wild card to copy the file to or from the other disk type. e.g. "copy a:*. * b:" will copy any files on the disk in drive A, regardless of disk structure, to drive B. Obviously it is desirable, for efficiency, to restrict this operation to the required files; hence the suggested use of clean transfer disks. Note that COPY is one of the many commands which are similar in MS-DOS and AmigaDOS.

8. THE CLI & AMIGADOS.

Numerous references in this article to the "CLI" have been made. AmigaDOS is not case-sensitive, so it is irrelevant whether capitals are used in the CLI, except for readability. The main commands for use with programmes like WordPerfect are:

assign- to make the Amiga look in a certain place for a logical device e.g. "assign fonts: PageSetter:fonts" tells the Amiga to look on the PageSetter disk for the fonts directory

cd -by itself, tells you what the current directory is; with a path named, changes the current directory e.g. "c.d. df1:" means make the disk in drive 1 the current directory

copy -copies the named files as instructed e.g. "copy df0:Board/Meeting1 df1:Board" will copy the "Meeting1" from the "Board" directory on drive 0 to the "Board" directory on drive 1

delete -to delete files or directories; directories can only be deleted if they are empty, unless "all" is added e.g. "delete df1:wpb" will delete the file called wpb on the disk in drive 1

dir -by itself, lists the files in the current directory; with a path named, lists the files in the location chosen e.g. "dir df1:bhs" will list the files in the BHS directory on the disk in drive 1

diskcopy -formats the destination disk and copies the structure (including disk name and directories) and contents of the source disk onto it e.g. diskcopy df0: to df1:

format -formats a disk in a way that Amiga drives can read, ready to accept data; erases any existing data e.g. "format drive df1: name Texts

list -like DIR, but lists the files in the location chosen with their size in bytes (e.g. 3400 = 3.4 K), status (i.e. protected or not) and system date when created or amended

rename -changes the name of a file or directory e.g. "rename df1:wpb df1:circularfile"

run -activates a programme after creating a separate task for it, thus keeping the CLI free to accept commands immediately for other tasks: a feature of the Amiga's multi-tasking ability.

9. BOOT DISK.

The Amiga looks to the boot disk (the one you put in drive 0 when you start up the machine) for all system information. The boot disk also contains the startup-sequence. This is important for WordPerfect, which uses the startup-sequence to set up a temporary ram file t:, and which looks to the SYS: device (the main directory of the boot disk) and the LIBS directory on the boot disk for information used by the programme.

If you have booted up with another programme such as Superbase, and want to run WordPerfect from the other drive for some temporary purpose, use the CLI to set up the t: device and redirect the Amiga to the WordPerfect disk for information required by WordPerfect. Give these commands:

```
makedir ram:t
assign t: ram:t
assign sys: wp:
assign libs: wp:
run df1:wp
```

Beware of memory problems when doing this, however. Especially when several files and print jobs are run, WordPerfect can easily consume a megabyte of memory (standard RAM on the Amiga 2000).

WordPerfect can also serve as the boot disk supporting an additional programme to be run from drive 1. Reversing the above example, after booting up with WordPerfect, you may wish to run a data base alongside the word processor (and possibly exchange files between the two). Superbase can be started in drive 1, either by using the icons or by using the CLI to set stack to 8000 and then running Superbase. The "RUN" command is suggested because it leaves the CLI free for file management tasks. Note that files destined for Superbase should be saved in "Text File" format, that is, as plain ASCII files.

To run a desktop publishing task alongside WordPerfect, the critical redirection to give is to the fonts directory on the DTP disk. For example, to run PageSetter from drive 1, give the commands:

```
assign fonts: PageSetter:fonts run df1:PageSetter.
```

These simple procedures allow the user to begin realising the potential of a multi-tasking computing environment. Any difficulties encountered are most likely to be caused by basic oversights. Ask, for example:

- Is there enough memory left for the current tasks and data?
- Is the right screen/window (i.e. task) currently selected?
- Are the required logical devices accessible to the programmes?

Frank Keighley, 9 March 1988.

Beginners' Bits - AUGUST

This section of the newsletter is devoted to the activities of the Beginner's Special Interest Group (SIG), and to answer questions put to the group.

At the last meeting, the Beginners' SIG ran along much the same lines as the first. That is, I came armed with a talk on various subjects suggested by others, and a group of people listened. I got some feedback, but not very much, so I am just guessing as to what is useful or interesting to the majority of people that turn up to these meetings. I've decided to provide a "Questions & Suggestions" box at each meeting to take anything people have on their minds which can be answered in the newsletter. Paper and a pen will be provided! Maybe secret ballot will work where meetings don't.

Enough raving, the following is a recap of anything I might have said at the last meeting on using and creating icons, since a number of people who wanted to know about this missed the meeting!!

ICONS

The icons that you see in WorkBench (WB) are there only because some programs, files and subdirectories (which I will call objects) have an extra file called a ".INFO" file. This means that if a program called "NotePad" has an icon in WB, there must also be a file called "NotePad.INFO" on the disk. This file defines many things about object that it belongs to. This can vary depending on the type of object it describes, but on general it affects the way WB tries to use the object when you "Double-Click" on the icon.

The different types of objects are: TOOL, PROJECT, DRAWER and TRASH. The TOOL type is for programs, the DRAWER for subdirectories, TRASH is specifically for the Trashcan and PROJECT is for a file of any sort which is used as data for another program.

I won't get too detailed in this issue, but I will point out a few things you can do with them. The classic case is when you get a Public Domain program with no icon. To give it one, first find another icon of the right type. The way to check is to select the icon and then select the "Info" option under the "Workbench" menu in WB. This will display various things, but in the top left corner it will show the type. For a program (other than BASIC), you want the type "TOOL". Once you've found one, open a CLI window and copy the ".INFO" file for the icon you've found to a new file for the new program. For instance, if you have program called "NEWPROG" with no icon, and another program called "ICONPROG" which has an icon, type:

```
COPY ICONPROG.INFO NEWPROG.INFO
```

Note that if the icon was in a drawer, you will have to put the drawer name in front of the file name separated by a '/'.

Now there are two icons which look the same, and even sit on top of each other in WB. The other icon will not appear in WB until the window it is in is closed and reopened. To separate the icons, select and drag the top icon away from the first and use the "Snapshot" option under the "Special" menu in WB to save its position. To change the icon picture, use one of the Public Domain icon editors.

That's about all I can write this month, don't forget the "Questions & Suggestions" box at the next meeting. Have fun with your Amiga!

Whats On Your WorkBench Disk

by John Perkins.

This article is intended as a brief description of all of the files on an Amiga WorkBench disk and a guide to deleting unwanted files to gain extra space on the disk. The file descriptions are contained in the table on the following pages.

If you need extra space on your workbench disk for you own applications, there are many files that can be deleted or moved to another disk. Make sure that any changes you make are to a copy of your workbench disk. You should always make a working copy of your workbench disk and NEVER modify the original. Note that if the files you are deleting or moving have icons, they can be deleted using the workbench, some of the files however do not have icons and must be deleted using either the CLI or a directory utility.

The following table shows files which can be deleted from the workbench disk. It is sorted roughly in the order in which I would delete the files.

Files to Delete	Comments
Demos	Unless you are really into Boxes, Dots and Lines, the entire Demos drawer can be deleted.
Printers	You can delete the drivers for any printers you will not be using from the printers directory.
Keymaps	You can delete any of the keymaps that are not required. Usually, USA0 is the keymap which is used.
Clock	If you do not use the clock program, this can be deleted.
Utilities	If you do not use the calculator or the notepad, this entire drawer can be deleted. Note that disks containing notepad notes expect to find Notepad in the system drawer of the workbench disk.
System	The GraphicDump, IconEd, Say and SetMap programs are not used very often and can either be deleted or moved to another disk. ⁽¹⁾
C	Any commands from the C directory that you will not be using can be deleted. Make sure that any commands that you wish to delete are not used in the startup-sequence.
Fonts	Any fonts that you do not wish to use can be deleted from the fonts directory. Fonts can also be moved to a seperate disk if you wish. ⁽²⁾
Preferences	If you do not change your system preferences frequently, the preferences program can be moved to another disk.

Notes:
<p>(1) If you want to keep a number of workbench tools that will not fit onto your workbench disk, it is a good idea to make up a disk which can be used for these tools.</p> <p>(2) If you move the fonts from the workbench disk to another disk, you will have to ASSIGN FONTS: to the other disk. This is best done in the startup-sequence. The easiest way to do this is to create a disk called FONTS and to copy the fonts directory from the workbench to the root directory of this disk. Then put the line 'Assign FONTS:' in your startup-sequence. Then, whenever fonts are required, you will get the message 'Insert Volume Fonts in any Drive!'. This method has the added benefit of not having to insert the fonts disk to verify the volume name when you do the assign.</p>

Directory Listing of an A1000 V1.2 WorkBench Disk

File	Comments
Trashcan (dir)	The Trashcan directory ⁽¹⁾ is used for deleting unwanted files. When you don't need a file anymore, copy it to this directory. You can still access the file until you "Empty the Trash" using the Workbench menu.
.info (2)	
C (dir)	The "C" directory contains the AmigaDos commands which can be used in the CLI.
AddBuffers	Add buffers to a disk drive. Increases disk access speed, but uses more memory.
Assign	Gives a logical name to a file or directory.
BindDrivers	Cause all drivers in the Expansion drawer to be loaded.
Break	Send a break flag to another task.
CD	Change the current directory.
ChangeTaskPri	Change the priority of the current task.
Copy	Copy a file or directory.
Date	Show or change the current date and time.
Delete	Delete a file or directory.
Dir	Give a directory listing.
DiskChange	Force system to acknowledge a diskchange on a non-standard diskdrive.
DiskDoctor	Recover disks with read/write errors.
Echo	Print text from a batch file.
Ed	A full screen text editor.
Edit	A character based text editor.
Else	"Else" control structure for a batch file. (See If)
EndCLI	Close down the current CLI.
EndIf	End of an If control structure in a batch file (See If)
Execute	Execute a batch file.
FailAt	Set the error level for a batch run to fail at.
Fault	Give a message for an error number.
FileNote	Attach a comment to a file.
If	Allow conditional execution of parts of a batch file.
Info	Give information about disk usage.
Install	Make a disk bootable.
Join	Join multiple files together.
Lab	Set a label in a batch file.
List	List files and sizes.
LoadWb	Start up the Workbench.
MakeDir	Make a new directory.
Mount	Enable a device (specified in devs/mountlist) for use.
NewCLI	Start a new CLI.
Path	Set a list of directories to search for commands.
Prompt	Change the CLI prompt.
Protect	Change the read/write/delete protect status of a file.
Quit	Terminate the execution of a batch file.
Relabel	Change the name of a disk.
Rename	Change the name of a file or directory.
Run	Run a command as a separate task.
Search	Search for a string in a file.
SetDate	Set the date/time stamp of a file.
Skip	Skip to a label in a batch file.
Sort	Sort a file.
Stack	Set the stack size for the current task.
Status	Show the status of all CLI tasks.
Type	Type the contents of a file.
Version	Show the Kickstart and Workbench version numbers.
Wait	Wait for a given number of seconds.
Why	Gives slightly more detailed information about why the last command failed.
Demos (dir)	This drawer contains some Workbench graphic demonstration programs.
.info	
Boxes	Draws boxes in a window.
Boxes.info (3)	
Dots	Draws dots in a window.
Dots.info	
Lines	Draws lines in a window.
Lines.info	
Spots	Draws circles in a window.
Spots.info	

Notes:

- (1) A Directory and a Drawer are the same thing. A draw is simply the Workbench representation of a directory.
- (2) The ".info" file within a drawer contains information about the size and positioning of the drawer's window on the workbench screen.
- (3) A filename of "fn.info" contains icon picture and position information for the file fn.

Directory Listing of an A1000 V1.2 WorkBench Disk (Cont'd)

File	Comments
System (dir)	This drawer contains programs which can be run from the CLI or the workbench.
.info	
CLI	
CLI.info	Start a CLI from the Workbench.
DiskCopy	Copy a disk.
DiskCopy.info	
Format	Format a blank disk.
Format.info	
GraphicDump	Dump a graphics screen to the printer.
GraphicDump.info	
IconEd	Edit the graphics for an icon.
IconEd.info	
Say	Text to speech conversion program.
Say.info	
SetMap	Set the character map of the keyboard.
SetMap.info	
L (dir)	The L directory contains various handlers.
Disk-Validator	Validate the structure of a disk. It is used whenever a disk is inserted.
Port-Handler	Handles 10 ports.
Ram-Handler	Handler for the Ram disk.
Devs (dir)	The Devs directory contains device drivers and associated data.
Keymaps (dir)	The Keymaps directory contains different international keyboard maps.
cdn	Canadian.
d	
dk	
e	
f	
gb	France.
i	Great Britain.
is	Italy.
n	Israel.
s	
usa0	
usa2	USA QWERTY.
	Dvorjak.
Printers (dir)	The printers directory contains printer driver data for different printers.
Alphacom_Alphapro_101	
Brother_HR-15XL	
CBM_MPS1000	
Diablo_630	
Diablo_Advantage_D25	
Diablo_C-150	
Epson	
Epson_JX-80	
generic	
HP_LaserJet	
HP_LaserJet_PLUS	
ImagewriterII	
Okidata_292	
Okidata_92	
Okimate_20	
Qume_LetterPro_20	
Clipboards (dir)	The clipboards directory is used by the clipboard device to store and retrieve data.
clipboard.device	This device is used for passing data between programs and sessions.
Mountlist	The mountlist contains data about devices to be mounted.
narrator.device	The device used for speech generation.
parallel.device	Driver for the parallel port.
printer.device	Printer device driver.
serial.device	Device driver for the serial port.
system-configuration	This file contains the information set by the preferences program.
S (dir)	The S directory contains batch files.
Startup-Sequence	This batch file is executed when the system is booted.
T (dir)	This directory is used for temporary files, such as editor backups and a scratch area for batch runstreams.

Directory Listing of an A1000 V1.2 WorkBench Disk (Cont'd)

File	Comments
fonts (dir)	This directory contains the disk based font descriptors.
ruby (dir)	
12	
15	
8	
opal (dir)	
12	
9	
sapphire (dir)	
14	
19	
diamond (dir)	
12	
20	
garnet (dir)	
16	
9	
emerald (dir)	
17	
20	
topaz (dir)	
11	
diamond.font	Each font descriptor is made up of a file called <i>font</i> .font and a directory called
emerald.font	<i>font</i> . This directory contains several files with numeric filenames, one for
garnet.font	each different size of the font.
opal.font	
ruby.font	
sapphire.font	
topaz.font	
Libs (dir)	The libs directory contains libraries of routines which are accessed by programs.
diskfont.library	Library of Disk font routines.
icon.library	Library of Icon routines.
info.library	Library of Info routines.
mathicedoubbas.library	IEEE double precision floating point math routines.
mathtrans.library	Transcendental maths functions.
translator.library	English to phoneme translation library.
version.library	Routines to give you kickstart and workbench version numbers.
Empty (dir)	An Empty drawer. Can be used for copying to create new drawers.
.info	
Utilities (dir)	A drawer containing some workbench utilities.
.info	
Calculator	A calculator program.
Calculator.info	
Notepad	A simple multi-font text editor. (Who wants <i>multi-font</i> s anyway???)
Notepad.info	
Expansion (dir)	This directory is used to store information about expansion devices connected to the
.info	Amiga.
.info	
Clock	A simple clock program.
Clock.info	
Demos.info	
Disk.info	This file contains the disk icon.
Empty.info	
Expansion.info	
Preferences	The program for changing the system preferences.
Preferences.info	
System.info	
Trashcan.info	
Utilities.info	

An Overview of City Desk V1.1

(by Geoff Manning)

City Desk (CD) is the desktop publishing program recently bought by the user group for producing its (hopefully) monthly newsletter. Since your money has gone into purchasing this product, I thought you might be interested in knowing what it can and can't do.

CD has a reasonably nice display, using its own screen, and within that, standard WorkBench-like windows for pages. Each page gets its own window, so if you have lots of pages active, you can shuffle them around on the screen like normal WB windows. This is nice, because each window is independant of the others for things like magnification, so you can be zoomed into the bottom right corner of page one and the top half of page 2 and see both at the same time! The main problem with the display is that it is still limited

to the NTSC 200 line screen size, so PAL machines don't get the added 56 lines to play with.

There are many options given in the menu bar, but most of the functionality lies in the toolbox on the side. This is a non-sizable window which can also be dragged around to the optimum position, and even put behind the page out of the way! I'll just whip through each tool and give a short comment.

Drag (A hand) This is useful for moving objects around the page, but even better because you can move stuff to another page.

Select (A pointer) This is mainly used for selecting an object, or selecting gadgets. It also has the ability to move objects.

Size (Two rectangles) This is the object sizing gadget, and works by the click-and-drag method. The problem with this one is knowing where the object's current boundary is. Often you go to size one object and accidentally land in another one.

Crop (Scissors) Used to crop graphic objects. OK, but only allows a rectangular cropping region.

Magnify (Magnifying glass) This is a six level magnification device which works on the currently active page. Level one gives you a fixed size window which shows the entire page. The other levels all allow you to resize the page window to use the full screen.

Text (ABC) This is CD's "Headline Editor". There is a long explanation in the manual as to why they decided not to put in the full-screen editing which most good packages have as standard. Its garbage. This is the one major drawback with CD. This editor displays about 70 or so characters at a time, and has a forward and backward search. An indication of the worthlessness of their excuses is that I understand the next level of CD will sport full-screen editing.

Page (Page turn) This opens a new page (window) to the selected page number. A nice method, but makes it easy

to forget that you have other pages active, which can slow the program a lot.

Copy (1->2) A simple cloning tool, just click to duplicate.

Line (A line) A typical line drawing gadget, click-and-drag, but the lines can be only vertical or horizontal - no diagonals.

Outline (A box) This is used for setting up some of an objects attributes. It covers the outline, shadowing, graphic DPI, and draw mode. The outline can be thin, med or thick, and there is a simple pattern editor for the line. The outline can be turned on or off. The option of dropping a shadow to the left or right is provided, and you can specify the DPI setting at which the object will be rendered at print time. The draw mode can be one of three. The default is MIX, which means if another object is behind this one, you can

see part of it through the background colour. The other two modes are TOP, which hides any objects that lie behind this one, and INV, which does the same, but reverses the colours.

Kill (A trashcan) A gadget to discard objects. Click to kill. There is an "Are you sure?" clause though.

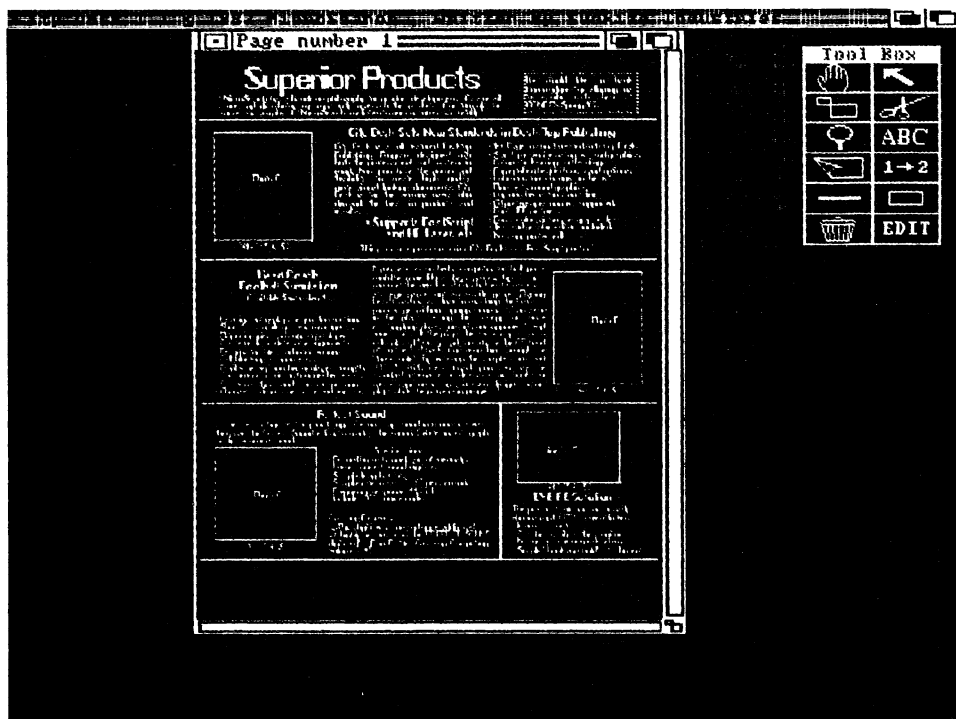
EDIT (EDIT) This puts you into either of two editors

depending on the object chosen. Selecting a graphic object puts you into its graphic editor (quite passable), whereas selecting text puts you into the already mentioned "Headline editor".

One of the really nice features of CD is in the way it prints text. There are three modes it can run in, Preferences, HP LaserJet, and Postscript. When in Preferences, all the Amiga fonts are available to you, and they are printed as close to 150 DPI as your printer can go, which makes them look very nice. When in the other two modes, not only do you get the Amiga fonts, but also the standard fonts resident in the selected system. So if you use an HP LaserJet printer, you can use the built-in Courier and Lineprinter fonts as well for a very professional looking print.

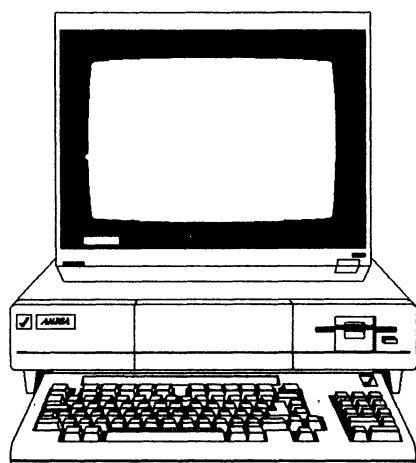
The one caveat to all this is again the text editing non-feature, which means that if you want to change the attribute of a particular word on the screen, you can't just highlight the word and change it, you have to use the "Headline Editor" on the object containing the word, move through the entire body of the text until you get to the word, and then type in the appropriate commands to change the word. For instance, to make the word "Hello" underlined, the text would have to read "[un]Hello[noun]".

The handling of graphics is quite nice, it loads in IFF pictures and automatically converts them to black and white, giving you the option of using a two-by-two grid of a four-by-four grid to represent one colour pixel. Once converted, sizing is a simple matter of using the sizing gadget, and it seems to work quite well. The graphic editor provided in CD is quite



primitive, but OK for simple touch-ups. Unfortunately, CD holds the entire document in memory, so the inclusion of converted graphics is VERY costly. The best way is to convert to B&W before loading into CD.

There are a few other features in CD which I haven't mentioned, mostly fairly standard to programs of this type, but I think what I've said gives you some idea of the power of this package. Despite the text editing problems, CD is still an excellent tool for producing something on the scale of a newsletter, and at its current price is top value when compared to products like Professional Page.



A couple of clipart examples that came with City Desk



Beginners' Bits -- SEPTEMBER

Geoff Manning reporting here on another session of the Beginners' special interest group. Well, after that amazing display put together by our Director and his cohorts at the last meeting, the Beginners' group had the advantage of using the overhead projection of the demo Amiga while I ran through a quickie on icons. This was REALLY nice because I could see the screen while talking to the group, and the group could see it behind me. If only we had that every time! Anyway, the demo I gave was on attaching an icon to a Public Domain (PD) program, and also on using the PD program XICON to set up an icon to do CLI work for you without having to type anything in! Neat program.

I'm not sure what I'll present for the next meeting, because no-one suggested anything. However, I may cover the file and directory structure of the Amiga Disk Operating System (DOS), because the last time I did this, I think it was a bit confusing. For those who don't know, the DOS is what makes your Amiga do what it does, and a basic understanding of the DOS enables you to fix 90% of the problems you come across in normal day to day use.

There is now a Questions & Suggestions box at each meeting for your problems/queries, and I will endeavour to answer/implement them at the next meeting and/or in this column.

Just to remind you, the group meeting is held at the front of the lecture theatre after the formal part of the main meeting is finished, and the Questions & Suggestions box will be near the front as well. See you at the next meeting, and bring some questions and ideas!

This space
reserved for
YOUR
advertisement.

The Latest Fish - A Little List (Simon Tow & John Peridns)

This is disk 148 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

EFJ	"Escape from Jovi" A machine-code game featuring hi-res scrolling, large playfield, disk-based Hi-Score list, stereo sound, and multiple levels. Use a joystick in port 2 to control the ship. Binary only, shareware (\$8). Author: Oliver Wagner
Fme	Nicely done map editor for the Fire-Power (tm) game. Features interlaced hi-res with intuition interface. See the "Readme.mf" file for information on making a bootable disk. Includes source. Author: Gregory MacKay
HandyIcons	Adds a menustrip to the WorkBench window that allows you to run selected Workbench Tools by menu selection. Can be set up to provide custom environments. Current version supports only WorkBench Tools and not Projects. Binary only. Author: Alan Rubright
Scrambler	A simple program that will encode/decode a text file into illegible gibberish, which resembles executable code, to evade prying eyes. Version 0.01, Binary only. Author: Foster Hall

This is disk 149 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

AnimalSounds	A sample of digitized animal sounds along with a simple sound player. Authors: The Trumor Company, Inc. Sound Player by Don Pitts
DX-VoiceSorter	Written to be used with Jack Deckard's VoiceFiller program. (Disk 82). It allows for the sorting of a number of voicefiles stored using that program into a new voicefile of voices made up from various files. Includes source. Author: David Bouckley
Keep	A nice little utility program with an intuition interface for BBS and network junkies who download messages in one large file and then read them off-line. Using only the mouse, you can drive through such files a message at a time, examine each at your leisure and tag those you wish to keep. Version 1.2, binary only, but source available with donation to author. Author: Tim Grantham
Less	Like Unix "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Now lets you also print the current file. Very useful! This is Amiga version 1.3, an update to the version on disk number 82. Includes source. Author: Mark Nudelman, Amiga port by Bob Leivan
Scheme	To quote the ReadMe file: "Scheme is a statically scoped and properly tail-recursive dialect of the Lisp programming language invented by Guy Lewis Steele Jr. and Gerald Jay Sussman." Binary only. Amiga port by Ed Puckett

This is disk 150 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

AirFoil	An update to the Airfoil generator on disk #71. Generates airfoil models as well as their corresponding streamline and pressure distributions. Includes source. Authors: Russell Leighton Addendum by David Foster
DC10	An AmigaBasic DC-10 instrument flight simulator. Appears to be quite in-depth with flight-planning and take-off options along with an extensive documentation file. Requires rebuilding on a separate disk and was successfully done so by following the author's instructions in the ReadMe_First file. Author: Jan Arkesteljn
ExecLib	A working example of how to build and use user-defined disk-resident libraries. Of special interest to developers working with Lattice C. Author: Alex Livshits
Iconizer	A utility program that saves your current mouse pointer to a small icon. You can restore the pointer just by double-clicking on its icon. Allows for building a whole library of pointers and to use them whenever you want. Binary only. Author: Alex Livshits
Pilot	An implementation of the PILOT language for the Amiga, including a demo done for the National Park Service. PILOT is a limited use language for use in educational and computer based instruction programs. Binary only with Beta test kit available from authors. Author: Terry LaGrone
StealMemBoot	A small utility designed to be a direct replacement for NoFastMem kind of programs. It modifies the boot block of a disk, so when you boot with it, all memory allocations will return only CHIP memory. Author: Alex Livshits

This is disk 151 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

GlobeDemo	A graphics demo which displays very smooth transitions of the rotating earth. Features a pop-up menu. Includes source. Author: Bob Cowlin
Icons	Yet another potpourri of interesting icons to choose from if you need one for your own program. Author: Dave Turnock
Pcopy	A small intuition-based disk copier similar to the resident "DiskCopy" except with write-verify and other user-selectable options. Useful for making multiple copies with reliable data. Requires two disk drives. Includes source. Author: Dirk Reig
SCT	A CLI-based utility (SetColorTable) for displaying and/or setting a screen's colors. You can save the colors of a screen to be restored later, or copy one screen's colors to another. Includes source. Author: aklevin
SlideShow	Very nicely done slide-show program written in assembly language. Features forward/backward presentation and creative screen wipes. Currently works only with IFF lo-res pictures. Executable only along with some new IFF pictures to have come my way. Shareware (\$18). Authors: Mike McKittrick and Sheldon Templeton
Surveyor	A little utility that opens a window on the current screen and displays information about the pointer. Allows for absolute or relative measurement between two points on the screen. Very handy for precise positioning of icons and such. Includes source. Author: Dirk Reig

This is disk 152 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

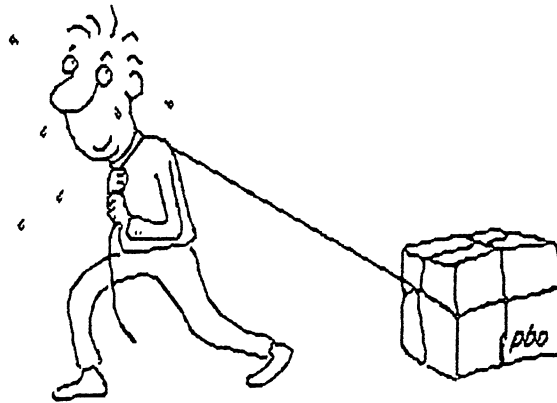
Blk	A requester making tool employing various recursive algorithms including a recursive parser. It takes input text files and converts them to C-source for including as requester declarations. Includes source. Author: Stuart Ferguson
RunBack	A variant of Rob Peck's RunBackGround program from disk number 73. Allows you to start a new CL program and run it in the background, then closes the new CL. This version automatically searches the command-search-path to find the program. Includes source. Author: Daniel Barrett
UUCP	This is a version of uucp (Unix to Unix Copy Program) for the Amiga, along with some miscellaneous support utilities like cron, mail, and compress. Includes source. Author: Various, submitted by William Loftus

This is disk 153 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

Dme	Version 1.30 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on disk number 134, includes source. Author: Matt Dillon
HP11	Emulates an HP11C calculator including the program mo. Features an ON/OFF button that turns the calculator into an icon that will sit and wait until you need it again. Documentation on the features is scarce, perhaps some industrious HP owner could write a small tutorial for the benefit of those that don't own an HP calculator. Binary only. Author: David Gay
HPMam	A program to manipulate settings and fonts on HP LaserJet+ printers and compatibles. Includes an intuition interface and some sample picture files. Version 1.0, binary only, shareware. Author: Steve Robb
Synthmania	An interesting, very small (and very persistent!) musical piece. If you plan on stopping it without using three fingers, you better read the document file first! Binary only. Author: Holger Lubitz

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